

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	27	(katherine near guo).in.	US-PGPUB; USPAT	OR	ON	2008/11/18 12:35
L2	4804	(time event response re \$action) same (rank\$3 sort \$3 order\$3) same clock near5 synchroniz\$4	US-PGPUB; USPAT	OR	ON	2008/11/18 12:42
L3	3723	2 and (@ad @prad) < "20040207"	US-PGPUB; USPAT	OR	ON	2008/11/18 12:43
L4	274	3 and gam\$3	US-PGPUB; USPAT	OR	ON	2008/11/18 12:43
L5	123	3 and (game gaming gamer)	US-PGPUB; USPAT	OR	ON	2008/11/18 12:44
L6	1	("20050192098").PN.	US-PGPUB; USPAT	OR	OFF	2008/11/18 13:59
L7	15	action near message same re\$action	US-PGPUB; USPAT	OR	ON	2008/11/18 13:59
L8	10	7 and (@ad @prad) < "20040207"	US-PGPUB; USPAT	OR	ON	2008/11/18 13:59
L9	1	action near4 message same re\$action and 6	US-PGPUB; USPAT	OR	ON	2008/11/18 14:00
L10	735	(response re\$action) same (rank\$3 sort\$3 order\$3) same clock near5 synchroniz\$4	US-PGPUB; USPAT	OR	ON	2008/11/18 14:19
L11	1	(re\$action) with (rank\$3 sort\$3 order\$3) same clock near5 synchroniz\$4	US-PGPUB; USPAT	OR	ON	2008/11/18 14:19
L12	230	(response re\$action) with (rank\$3 sort\$3 order\$3) same clock near5 synchroniz\$4	US-PGPUB; USPAT	OR	ON	2008/11/18 14:19
L13	294	(respon\$4 re\$acti\$3) with (rank\$3 sort\$3 order\$3) same clock near5 synchroniz\$4	US-PGPUB; USPAT	OR	ON	2008/11/18 14:20

L14	252	13 and (@ad <"20040207"	US- PGPUB; USPAT	OR	ON	2008/11/18 14:20
L15	4	14 and (game gaming gamer)	US- PGPUB; USPAT	OR	ON	2008/11/18 14:20
S1	2	((("6917984") or ("20050083939"))).PN.	US- PGPUB; USPAT	OR	OFF	2007/09/18 13:20
S2	270	(gamer player user client) near6 (process\$3 react\$3 input\$3) near3 time and ((delay\$3 lag\$4) near6 compensat\$3)	US- PGPUB; USPAT	OR	ON	2007/09/18 13:32
S3	223	S2 and (@ad @prad) <"20040207"	US- PGPUB; USPAT	OR	ON	2007/09/18 13:32
S4	35	S3 and (increment\$3 add \$3 increas\$3) with (process \$3 react\$3 input\$3) near3 time	US- PGPUB; USPAT	OR	ON	2007/09/18 13:27
S5	0	(multi\$player online) near3 (gaming game) and S4	US- PGPUB; USPAT	OR	ON	2007/09/18 13:31
S6	510	709/234.ccls.	US- PGPUB; USPAT	OR	ON	2007/09/19 12:21
S7	490	S6 and (@ad @prad) <"20040207"	US- PGPUB; USPAT	OR	ON	2007/09/18 13:39
S8	29982	((delay\$3 latency lag\$4) near6 compensat\$3)	US- PGPUB; USPAT	OR	ON	2007/09/18 13:37
S9	88	(distributed internet multi \$player online massive) near5 (game gaming) and S8	US- PGPUB; USPAT	OR	ON	2007/09/19 12:22
S10	27	gam\$3 near5 server and S9	US- PGPUB; USPAT	OR	ON	2007/09/18 13:39
S11	22	S10 and (@ad @prad) <"20040207"	US- PGPUB; USPAT	OR	ON	2007/09/19 12:22
S12	1	("20030081673").PN.	US- PGPUB; USPAT	OR	OFF	2007/09/18 16:37
S13	1	("20030204565").PN.	US- PGPUB; USPAT	OR	OFF	2007/09/18 16:37

S14	1	("20040250159").PN.	US-PGPUB; USPAT	OR	OFF	2007/09/19 12:21
S15	1665	709/232.ccls.	US-PGPUB; USPAT	OR	ON	2007/09/19 12:21
S16	2116	709/231.ccls.	US-PGPUB; USPAT	OR	ON	2007/09/19 12:21
S17	1256	709/205.ccls.	US-PGPUB; USPAT	OR	ON	2007/09/19 12:21
S18	510	709/234.ccls.	US-PGPUB; USPAT	OR	ON	2007/09/19 12:21
S19	5147	S18 or S15 or S16 or S17	US-PGPUB; USPAT	OR	ON	2007/09/19 12:21
S20	4533	S19 and (@ad @prad) <"20040207"	US-PGPUB; USPAT	OR	ON	2007/09/19 12:22
S21	115	(distributed internet multi \$player online massive) near5 (game gaming) and S20	US-PGPUB; USPAT	OR	ON	2007/09/19 12:22
S22	1	("7133927").PN.	US-PGPUB; USPAT	OR	OFF	2008/02/01 11:53
S23	4684	(multi\$player online) near3 (gaming game)	US-PGPUB; USPAT	OR	ON	2008/02/01 14:11
S24	221953	(re\$act\$3 near3 time)	US-PGPUB; USPAT	OR	ON	2008/02/01 14:11
S25	111	S23 and S24	US-PGPUB; USPAT	OR	ON	2008/02/01 14:12
S26	57	S25 and (@ad @prad) <"20040207"	US-PGPUB; USPAT	OR	ON	2008/02/01 14:12
S27	29	(synchroniz\$3 sync) and S26	US-PGPUB; USPAT	OR	ON	2008/02/01 14:13
S28	21	(deliver updat\$3 send\$3) with (re\$act\$3 near3 time) with (fastest earl\$4 soon \$3 increasing decreasing)	US-PGPUB; USPAT	OR	ON	2008/02/01 14:47

S29	19	S28 and (@ad @prad) <"20040207"	US- PGPUB; USPAT	OR	ON	2008/02/01 14:48
S30	0	S23 and S29	US- PGPUB; USPAT	OR	ON	2008/02/01 14:48
S31	0	(gaming game) and S29	US- PGPUB; USPAT	OR	ON	2008/02/01 14:49
S32	13695	(distributed internet multi \$player online massive) near5 (game gaming)	US- PGPUB; USPAT	OR	ON	2008/02/07 10:54
S33	4984	fair\$4 near4 order\$3	US- PGPUB; USPAT	OR	ON	2008/02/07 10:54
S34	88	S32 and S33	US- PGPUB; USPAT	OR	ON	2008/02/07 10:54
S35	51	S34 and (@ad @prad) <"20040207"	US- PGPUB; USPAT	OR	ON	2008/02/07 10:55
S36	20	synchroniz\$5 and S35	US- PGPUB; USPAT	OR	ON	2008/02/07 10:55
S37	16	clock and S36	US- PGPUB; USPAT	OR	ON	2008/02/07 10:55
S38	0	logical near3 clock and S37	US- PGPUB; USPAT	OR	ON	2008/02/07 10:58
S39	5	logical near3 clock and S33	US- PGPUB; USPAT	OR	ON	2008/02/07 10:58
S40	4	S39 and (@ad @prad) <"20040207"	US- PGPUB; USPAT	OR	ON	2008/02/07 10:58
S41	284	(time event) same order\$3 same without near3 synchroniz\$4	US- PGPUB; USPAT	OR	ON	2008/05/23 09:45
S42	244	S41 and (@ad @prad) <"20040207"	US- PGPUB; USPAT	OR	ON	2008/05/23 09:45
S43	236	S41 and (@ad) <"20040207"	US- PGPUB; USPAT	OR	ON	2008/05/23 09:45
S44	41	distribut\$3 near3 system and S43	US- PGPUB; USPAT	OR	ON	2008/05/23 09:47

S45	6	S44 and "709".clas.	US-PGPUB; USPAT	OR	ON	2008/05/23 11:41
S46	35	S44 not S45	US-PGPUB; USPAT	OR	ON	2008/05/23 11:43
S47	214	(time event) same order\$3 same no near3 synchroniz \$4	US-PGPUB; USPAT	OR	ON	2008/05/23 11:45
S48	182	S47 and (@ad) <"20040207"	US-PGPUB; USPAT	OR	ON	2008/05/23 11:46
S49	34	distribut\$3 near3 system and S48	US-PGPUB; USPAT	OR	ON	2008/05/23 11:46
S50	19	(time event) same order\$3 same no near3 clock near3 synchroniz\$4	US-PGPUB; USPAT	OR	ON	2008/05/23 11:50
S51	17	S50 and (@ad) <"20040207"	US-PGPUB; USPAT	OR	ON	2008/05/23 11:50

11/18/2008 4:37:52 PM

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